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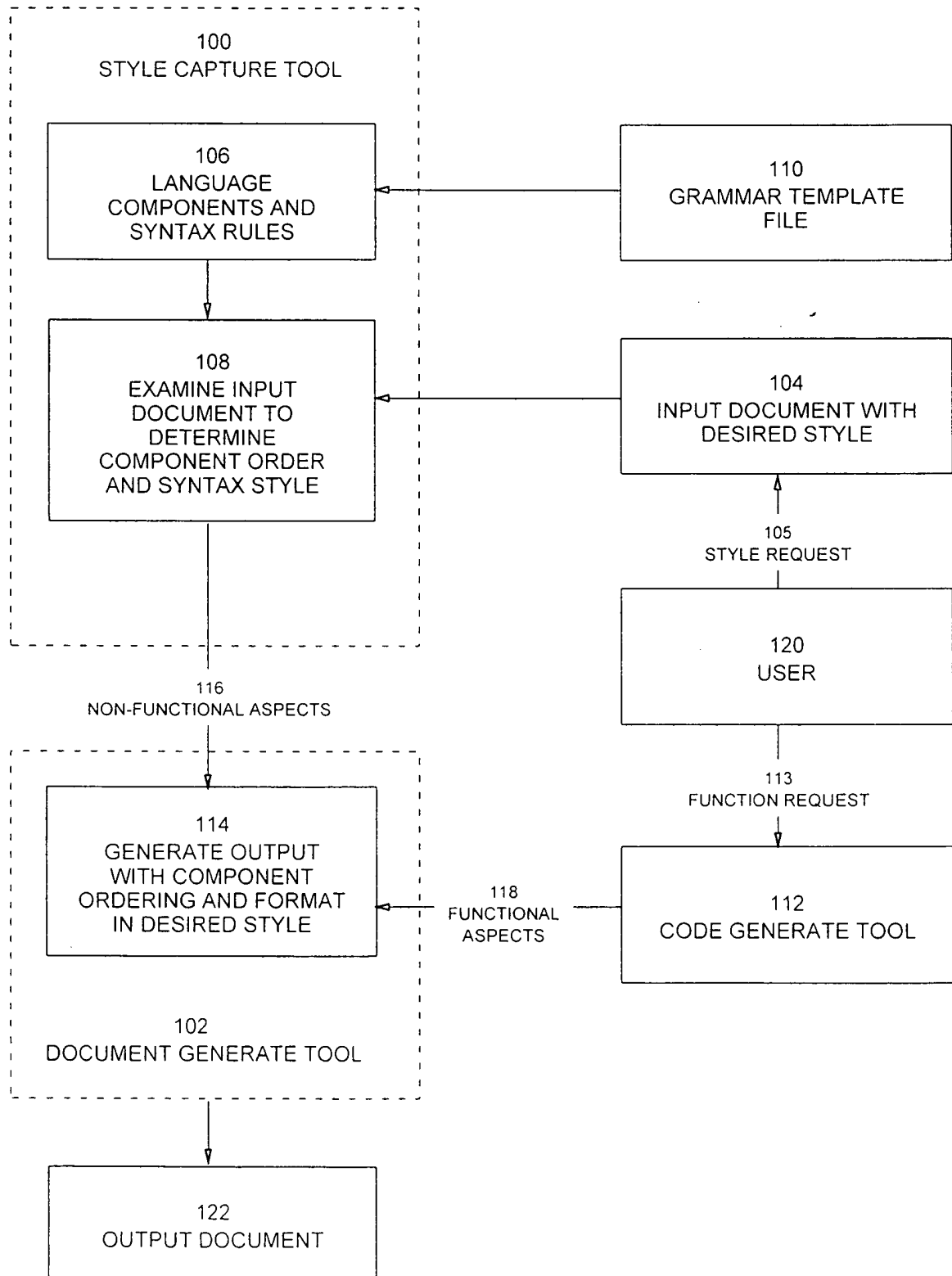DOCUMENT GENERATE TOOL

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Figure 2

Class SmartGuide

DECLARATIONS

Here are the declarations that will be generated for you.
You can go back if you have any changes to make.

File to write to:

| D:\tests\new\FrameWindow.hpp | Browse ... | Edit Style ... |

```
///////////////////////////////////////
//
//    MyFrameWindow
//
///////////////////////////////////////
class MyFrameWindow : public   IFrameWindow
  , public  IFrameHandler
  , public  ICommandHandler
  , public  IMenuHandler
{
public:
 MyFrameWindow();
 IColor backgroundColor() const;
 int get_aVariable();
 void set_aVariable(int value);

protected:
  IWindowHandle create (unsigned long id, const char * title
```

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Figure 3

d:\md\CodeStore\ui\tussg\template\declaration.hpp

Change the sample declaration to use your coding style

OK

CANCEL

```
/////////////////////////////////////////////
//
//    Class
//
/////////////////////////////////////////////
class  Class : public  FirstBaseClass
    , protected  MiddleBaseClass
    , private  LastBaseClass
{
  public:
      Class();
      int variable;
      void function();

  protected:

  private:
};
```

Figure 4

d:\md\CodeStore\ui\tussg\template\declaration.hpp

Change the sample declaration to use your coding style

OK

CANCEL

```
/******************************
*    Class
******************************/

class  Class
: public  FirstBaseClass,
  protected  MiddleBaseClass
  private  LastBaseClass
{
  private:

  protected:

  public:
                        Class                ();
        int             variable;
        void            function             ();

  };
```

Figure 5

Class SmartGuide

DECLARATIONS

Here are the declarations that will be generated for you.
You can go back if you have any changes to make.

File to write to:

D:\tests\new\FrameWindow.hpp   Browse ...   Edit Style ...

```
*    MyFrameWindow
*******************************/

class MyFrameWindow
: public  IFrameWindow,
  public  IFrameHandler,
  public  ICommandHandler,
  public  IMenuHandler
{
  private:
    int              _aVariable;

  protected:
    IWindowHandle    create         (unsigned long id, con

  public:               MyFrameWindow    ();
    IColor              backgroundColor  () const;
    int                 get_aVariable    ();
    void                set_aVariable    (int value);
};
```

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